

IN THE CLAIMS

1. (currently amended) An information processing editing apparatus for allowing an editor to create final GUI screens ~~scenes~~—from content information according to a predetermined specification, comprising:

a shared-~~scenes~~screen creation module operable allow the editor to define shared ~~scenes~~screens, the shared ~~scenes~~ screens being virtual screens ~~scenes~~—formed in accordance with an internal format and used to form the final screens~~scenes~~, each of the shared screens ~~scenes~~—comprising one or more shared user-selectable objects that are controllable for display to create final screens~~scenes~~, the shared objects being separately controllable independent of the defined shared screens ~~scenes~~—in which the shared objects are displayed in accordance with the predetermined specification;

a shared-screens ~~scene~~—processing module operable to enable the editor to select two or more shared screens~~scenes~~, each of the selected shared screens ~~scenes~~—comprising one or more of the shared objects, to be combined for creating final GUI screens ~~scenes~~—with the shared objects from each selected shared screens~~scene~~;

an application creation module operable to describe control information in accordance with the internal format based on the shared screens ~~scenes~~—set by the editor via said shared-screens ~~scene~~—creation and processing modules; and

an output control module for converting the control information into shared object control information for forming the final GUI screens ~~scenes~~—in which the shared objects selected by combining shared screens ~~scenes~~—are specified for display at the same time in the final GUI screens ~~scenes~~—in accordance with the predetermined specification.

2. (currently amended) An information processing editing apparatus according to claim 1, wherein said shared-~~scenes~~screen

processing module further specifies an order of superposition of a plurality of said shared ~~scenes~~screens; and

said application creation module further describes said control information for controlling an order of superposition of said shared objects used for each of the final GUI screens ~~scenes~~—as a state of utilization of shared objects in each of the final GUI screens ~~scenes~~—in accordance with said order of superposition of said shared ~~scenes~~screens.

3. (cancelled)

4. (cancelled)

5. (currently amended) A method according to claim 9, further comprising controlling utilization of the at least one shared object in each of the final GUI screens ~~scenes~~—based upon the predetermined specification and the shared ~~scenes~~screens.

6. (currently amended) A method according to claim 5, further comprising:

specifying an order of superposition of the shared ~~scenes~~screens; and

describing the control information to control an order of superposition of the shared objects based upon the order of superposition of the shared ~~scenes~~screens.

7. (currently amended) An information editing processing apparatus for allowing an editor to create final GUI screens ~~scenes~~—from content information according to a predetermined specification comprising:

shared-scenescreen creation means for allowing the editor to define shared ~~scenes~~screens, the shared ~~scenes~~screens being virtual ~~scenes~~screens formed in accordance with an internal format and used to form the final GUI screens ~~scenes~~, each of the shared ~~scenes~~screens comprising one or more shared user-selectable objects that are controllable for display to create final GUI screens ~~scenes~~, the shared objects being separately controllable independent of the defined shared ~~scenes~~screens in

which the shared objects are displayed in accordance with said predetermined specification;

shared-scenescreen processing means for enabling the editor to select two or more shared scenescreens, each of the selected shared scenescreens comprising one or more of the shared objects, to be combined for creating final GUI screens scenes with the shared objects from each selected shared scenescreen;

control-information description means for describing control information in accordance with the internal format based on the shared scenescreens set by the editor; and

converting means for converting the control information into shared object control information for forming the final GUI screens scenes—in which the shared objects selected by combining shared scenescreens are specified for display at the same time in the final GUI screens scenes—created in accordance with the predetermined specification.

8. (currently amended) An information processing editing apparatus for allowing an editor to create final GUI screens scenes—from broadcast content information according to a predetermined data broadcasting specification comprising:

shared-scenescreen creation means for allowing the editor to define shared scenescreens, the shared scenescreens being virtual scenescreens formed in accordance with an internal format and used to form the final GUI screens scenes, each of the shared scenescreens comprising one or more shared user-selectable objects that are controllable for display to create final GUI screens scenes, the shared objects being separately controllable independent of the defined shared scenescreens in which the shared objects are displayed in accordance with the data broadcasting specification;

shared-scenescreen processing means for enabling the editor to select two or more shared scenescreens, each of the selected shared scenescreens comprising one or more of the shared

objects, to be combined for creating final GUI screens scenes with the shared objects from each selected shared screen;

control-information description means for describing control information in accordance with the internal format based on the shared screenesscreens set by the editor; and

converting means for converting the control information into shared object control information for forming the final GUI screens scenes—in which the shared objects selected by combining shared screenesscreens are specified for display at the same time in the final GUI screens scenes—in accordance with the data broadcasting specification.

9. (currently amended) A computer-implemented method for allowing an editor to create final GUI screens scenes—from shared screenesscreens from content information according to a predetermined specification, comprising:

defining shared screenesscreens, the shared screenesscreens being virtual screenesscreens formed in accordance with an internal format and used to form the final GUI screens scenes, each of the shared screenesscreens including at least one shared user-selectable object controllable for display to create final GUI screens scenes, the shared objects being separately controllable independent of the defined shared screenesscreens in which the shared objects are displayed in accordance with the predetermined specification;

selecting two or more shared screenesscreens, each of the selected shared screenesscreens comprising one or more of the shared objects, to be combined for creating each of the final GUI screens scenes—with the shared objects from each selected shared screen;

describing control information in accordance with the internal format based on the shared screenesscreens; and

converting the control information into shared object control information for forming the final GUI screens scenes—in

which the shared objects selected by combining shared ~~screen~~screens are specified for display at the same time in the final GUI screens ~~scenes~~—in accordance with the predetermined specification.

10. (currently amended) A computer-implemented method for allowing an editor to create final GUI screens ~~scenes~~—from shared ~~screen~~screens from content information according to a data broadcasting specification, comprising:

defining shared ~~screen~~screens, the shared ~~screen~~screens being virtual ~~screen~~screens formed in accordance with an internal format and used to form the final GUI screens~~scenes~~, each of the shared ~~screen~~screens including at least one shared user-selectable object controllable for display to create final GUI screens~~scenes~~, the shared objects being separately controllable independent of the defined shared ~~screen~~screens in which the shared objects are displayed in accordance with the data broadcasting specification;

selecting two or more shared ~~screen~~screens, each of the selected shared ~~screen~~screens comprising one or more of the shared objects, to be combined for creating the final GUI screens ~~scenes~~—with the shared objects from each selected shared ~~screen~~screen;

describing control information in accordance with the internal format based on the shared ~~screen~~screens; and

converting the control information into shared object control information for forming the final GUI screens ~~scenes~~—in which the shared objects selected by combining shared ~~screen~~screens are specified for display at the same time in the final GUI screen ~~scene~~—in accordance with the data broadcasting specification.

11. (currently amended) A memory device for storing instructions for operating a computer to allow an editor to create final GUI screens ~~scenes~~—from shared ~~screen~~screens from

content information according to a predetermined specification, the instructions comprising instructions for:

defining shared seenesscreens, the shared seenesscreens being virtual seenesscreens formed in accordance with an internal format and used to form the final GUI screens~~scenes~~, each of the shared seenesscreens including at least one shared user-selectable object controllable for display to create final GUI screens~~scenes~~, the shared objects being separately controllable independent of the defined shared seenesscreens in which the shared objects are displayed in accordance with the predetermined specification;

selecting two or more shared seenesscreens, each of the selected shared seenesscreens comprising one or more of the shared objects, to be combined for creating each of the final GUI screens ~~scenes~~—with the shared objects from each selected shared screen~~screen~~;

describing control information in accordance with the internal format based on the shared seenesscreens; and

converting the control information into shared object control information for forming the final GUI screens ~~scenes~~—in which the shared objects selected by combining shared seenesscreens are specified for display at the same time in the final GUI screens ~~scenes~~—in accordance with the predetermined specification.

12. (currently amended) An information editing processing apparatus for allowing an editor to create final GUI screens ~~scenes~~—from intermediate screen~~screen~~ templates comprising:

a shared-screen~~screen~~ creation module operable to allow the editor to define intermediate screen~~screen~~ templates in accordance with an internal format that include one or more shared user-selectable objects that are controllable in an always on or always off manner for display to create final GUI screens~~scenes~~, the shared objects being separately controllable

independent of the defined shared ~~seeness~~screens in which the shared objects are displayed in accordance with a predetermined, industry-standard specification;

a shared-~~seenes~~screen processing module operable to enable the editor to combine two or more of the intermediate ~~seenes~~screen templates to form a desired final GUI screen ~~scene~~ that is a combination of the shared objects contained within the editor-selected intermediate ~~seenes~~screen templates;

an application creation module operable to form shared-~~seenes~~screen definition statements of shared objects files in accordance with the internal format, the shared object files comprising shared objects from the combined editor-selected intermediate ~~seenes~~screen templates; and

an output control module for providing description files that include descriptions of links for controlling the shared objects from the shared object files from each editor-selected intermediate ~~seenes~~screen template, the description files forming a script that complies with the industry-standard specification to display the shared objects at the same time in the final GUI screens~~scenes~~.